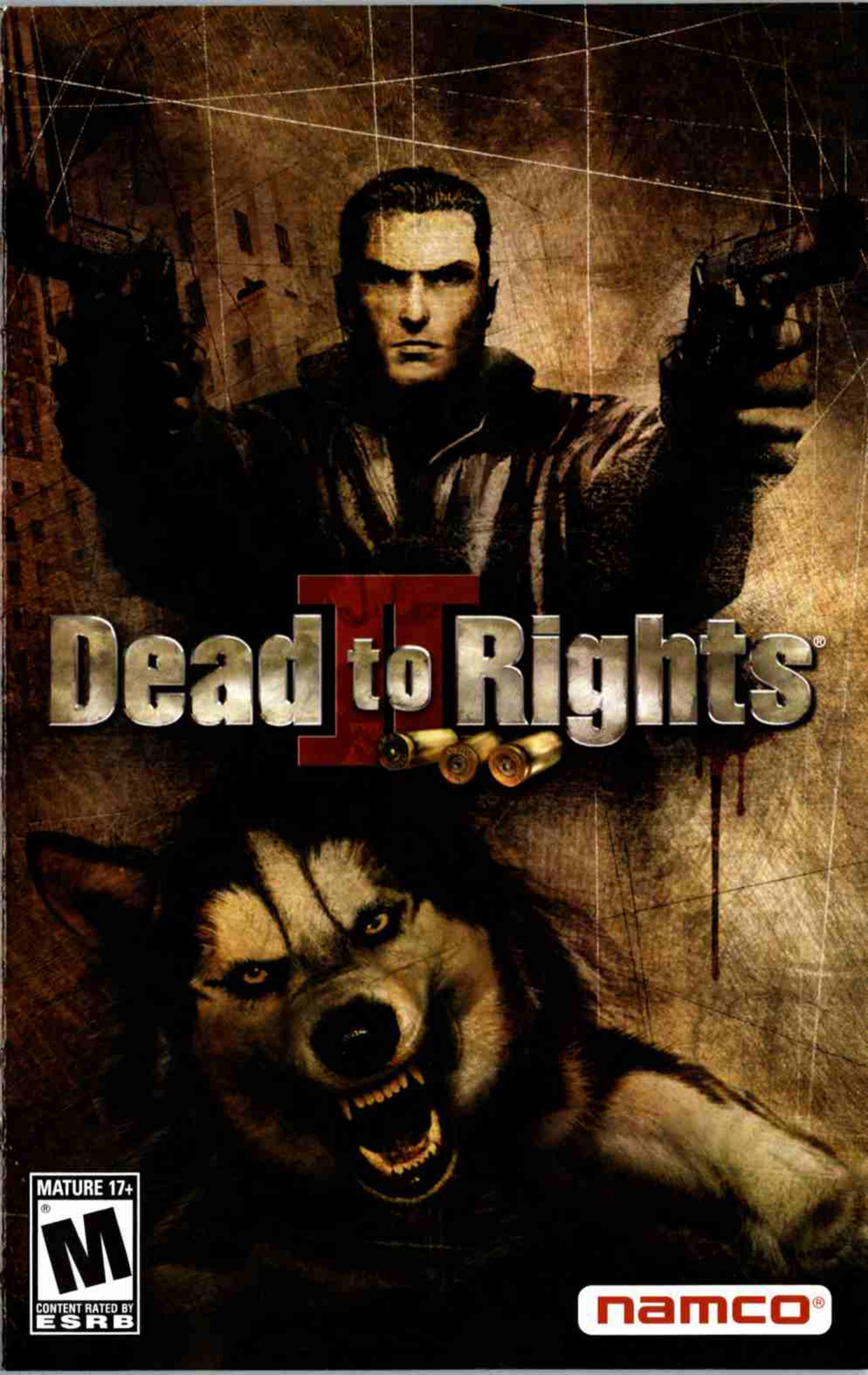




The background of the cover is a dark, textured surface with a grid of thin white lines. At the top, a man with short dark hair and a serious expression is shown from the chest up. He is wearing a dark jacket and holding two handguns, one in each hand, pointed upwards. Below him, the title "Dead to Rights II" is written in a large, metallic, 3D font. The Roman numeral "II" is a solid red color. Three spent bullet casings are positioned horizontally below the "II". At the bottom of the cover, a werewolf's head is shown in a close-up, snarling with its mouth open, revealing sharp teeth and a dark tongue. The werewolf has grey and white fur and intense yellow eyes.

Dead to Rights[®] II

MATURE 17+



CONTENT RATED BY
ESRB

namco[®]

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

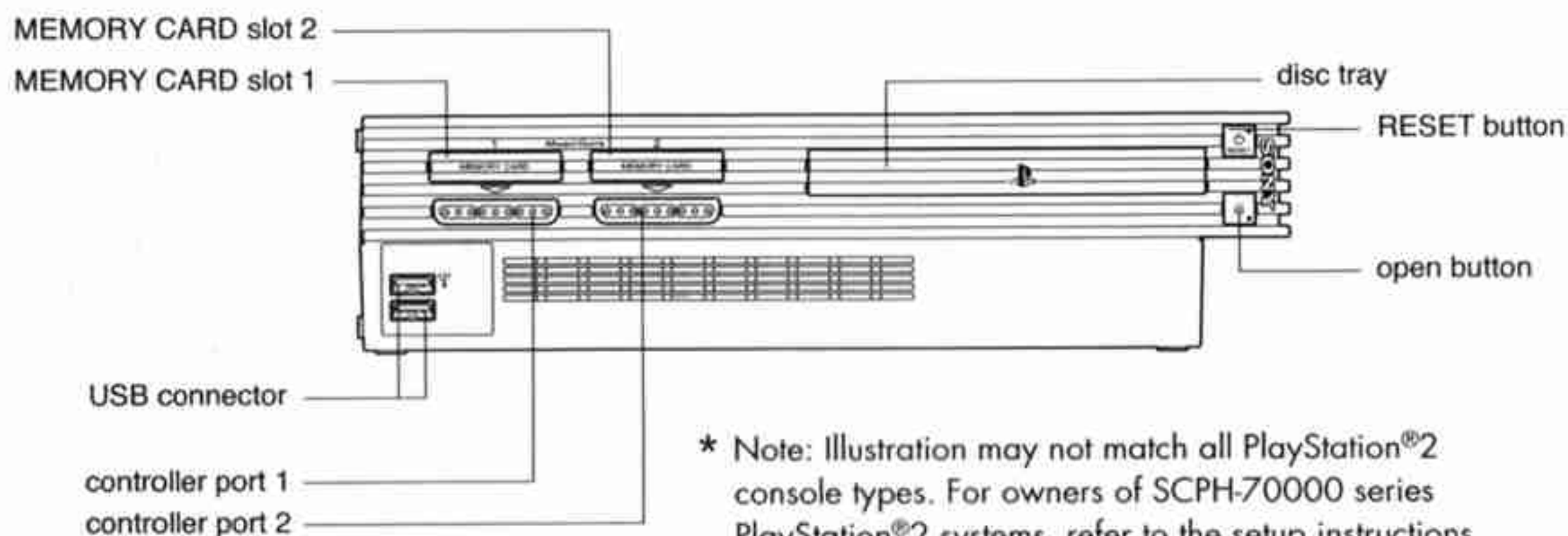
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

Getting Started	2
Starting Up	3
Controls	4
Man's Best Friend. Crime's Worst Nightmare.	5
Main Menu	6
Game Modes	6
HUD	8
Key Game Mechanics	9
Weapons	12
Characters	14
Gameplay Tips	16
Credits	17
Warranty/Customer Support	21

GETTING STARTED



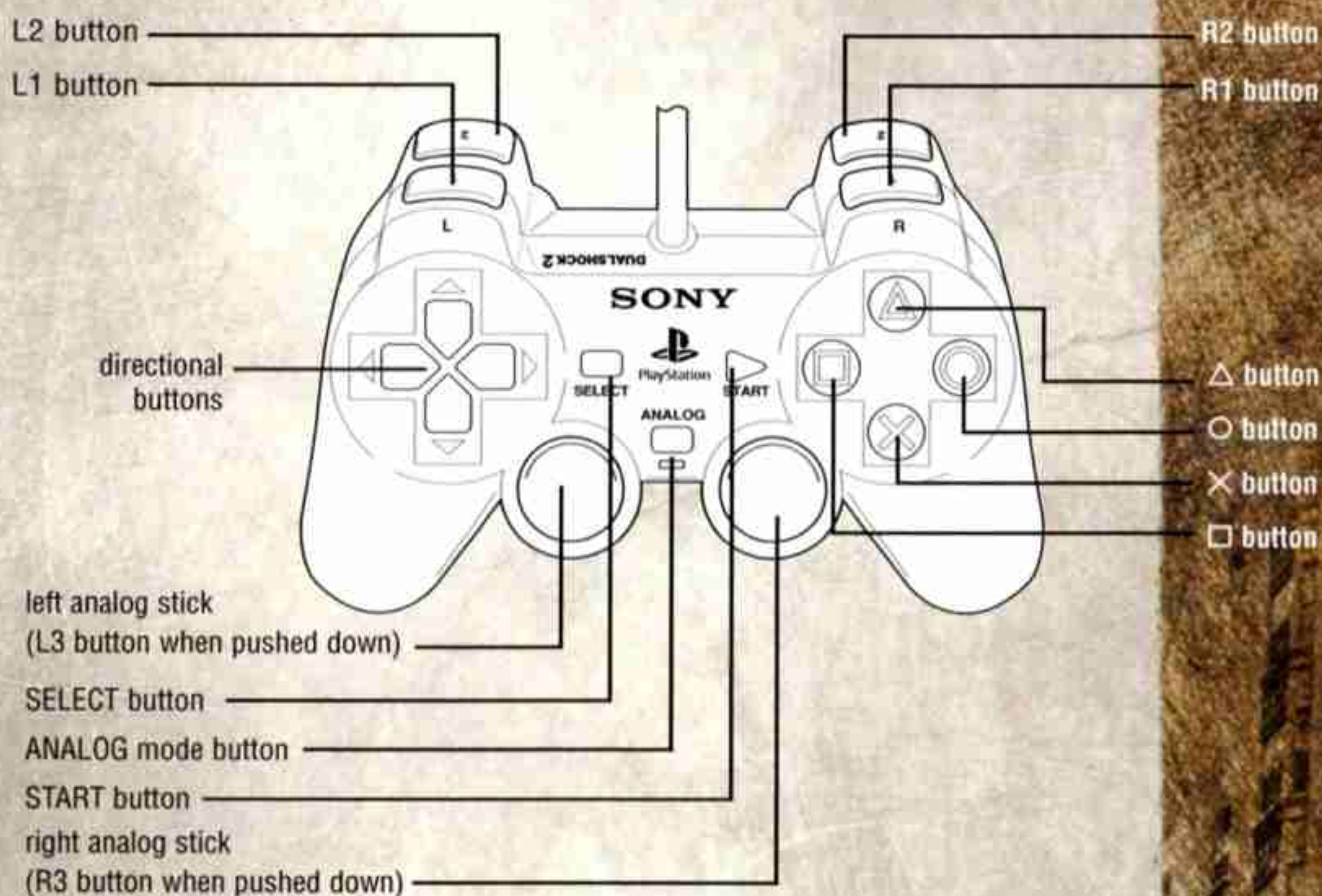
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned **ON**. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the display will open. Place the *Dead To Rights® II* disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games. A saved game's data takes up 107KB.

STARTING UP

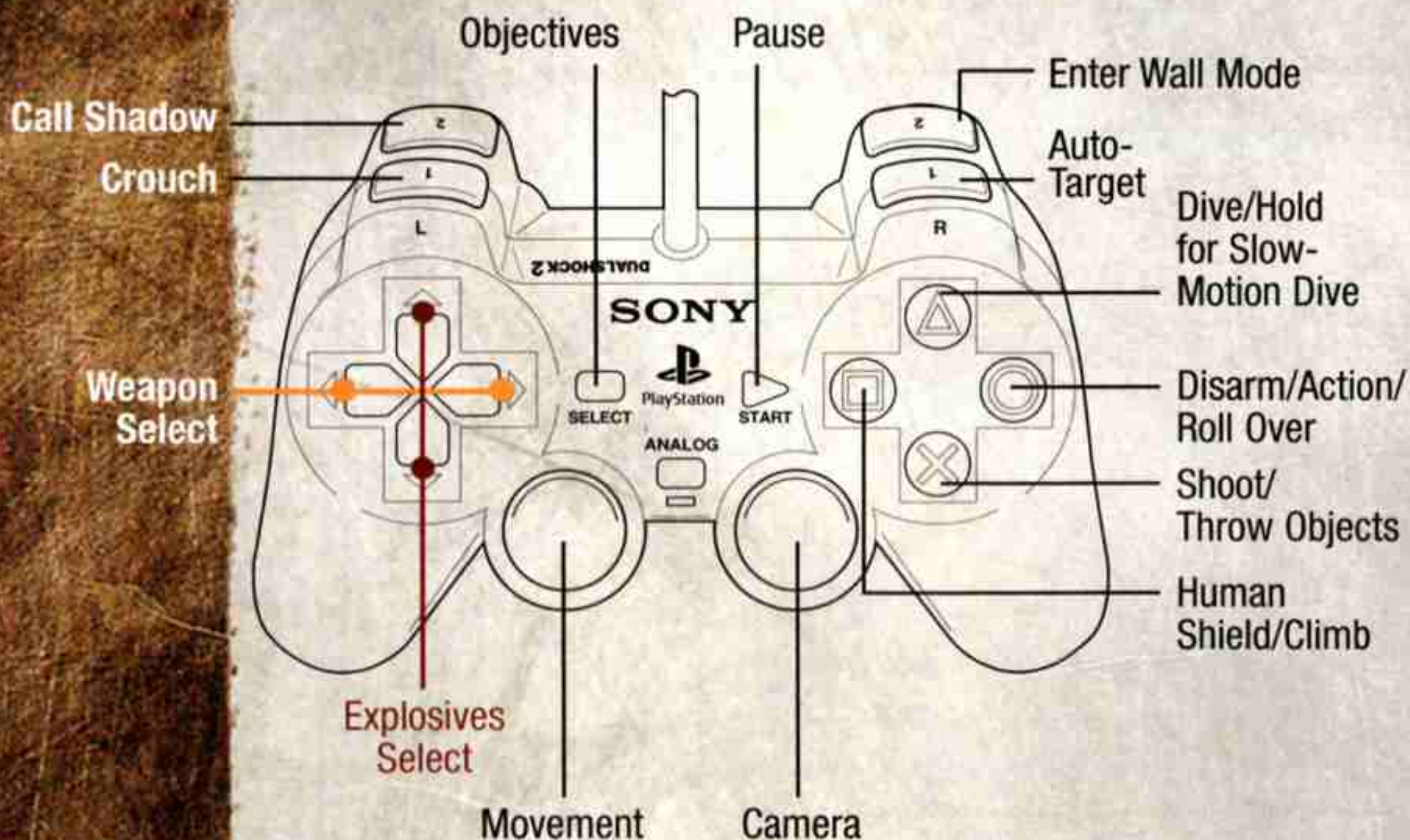
DUALSHOCK®2 analog controller configurations



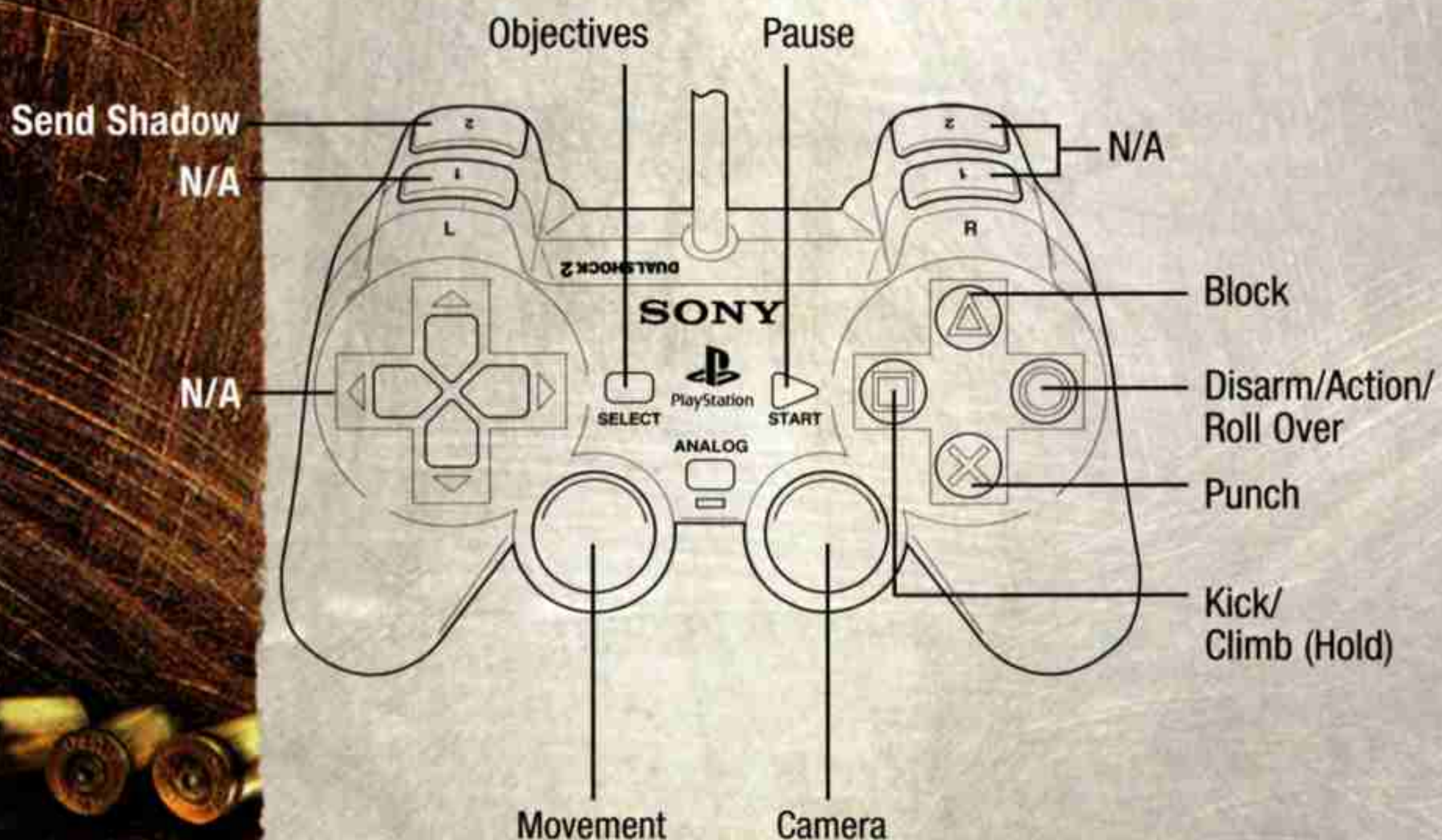
To select menu options, use the ↑ and ↓ directional buttons to navigate the menu options. Highlight the desired option and press the × button to accept. To select a menu option, follow the on-screen button prompts and press the × button to accept and the Δ button to go back. *Dead To Rights® II* supports the DUALSHOCK®2 analog controller. When the MODE INDICATOR is on, the left analog stick works the same as the directional buttons.

CONTROLS

Armed/Gunfight



Unarmed/Close Combat





MAN'S BEST FRIEND. CRIME'S WORST NIGHTMARE.

While investigating the kidnapping of a distinguished judge and family friend, Jack Slate uncovers a labyrinth of corruption and betrayal—reaffirming there's only one loyalty he can ever really trust. In this prequel to the hit 3rd-person shooter, Grant City's finest returns with nastier disarms, spherical slow-motion dives and the fiercest crime-fighting weapon known to man, his best friend Shadow.

MAIN MENU

Use the main menu to start a new game, load a previously saved game or change the game options.



GAME MODES



New Game

Start the story and uncover the truth in all its bloody glory. In the beginning, you can only select Normal and Easy levels. All other on-screen options become unlocked as you progress through the game.

Load Game

Here you can load a previously saved game and continue with the mayhem.

Instant Action

Show what you're made of by battling through four intense situations. Get out alive or start all over again. Here you have the same initial menu options as New Game.

Bonus

Play through Story Mode and Instant Action Mode to unlock art galleries, more advanced difficulties and additional weapons. You can also view the credits of the people behind the scenes.

Options

Use this menu to change the game settings.

Sound Effects Volume

Change the volume of the sound effects during play.

Music Volume

Change the volume of the music during play.

Reverse Horizontal Axis

Invert the way the camera moves on its horizontal axis.

Reverse Vertical Axis

Invert the way the camera moves on its vertical axis.

Vibration

Enable or disable vibration during play.

Audio

Switch the audio output between Mono, Stereo and Surround.

Video

Switch the screen ratio between 4:3 and 16:9.

Tutorial

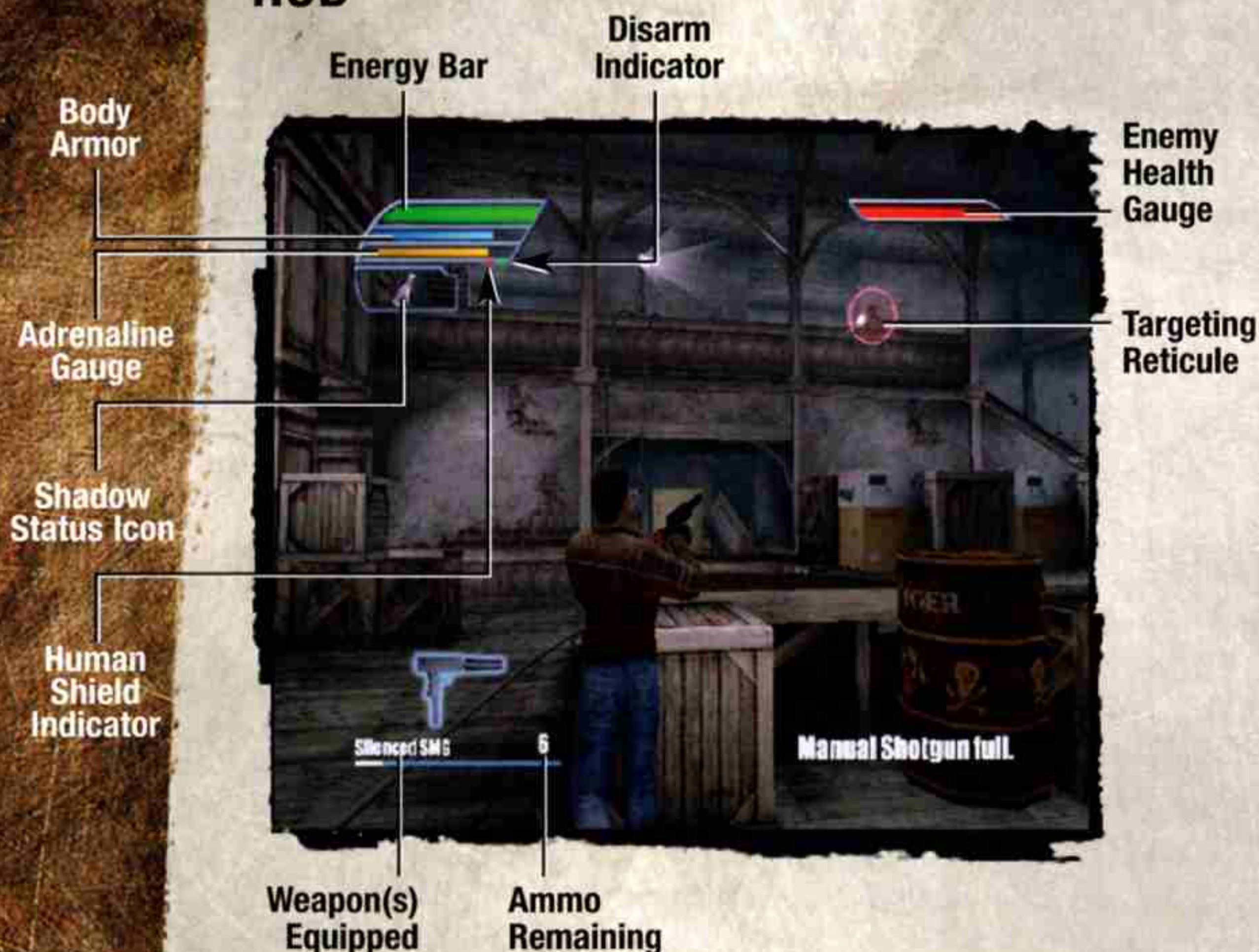
Select this menu to familiarize yourself with some of the important game mechanics.

Replay

Select this menu to play a previously unlocked chapter. Once you have completed a chapter, it remains unlocked and accessible in Replay Mode.



HUD



Energy Bar

This indicates the amount of life Jack has left. When the gauge is empty, the game is over.

Body Armor

Jack takes less damage when there are points left on his bulletproof vest. This gauge shows how much more punishment it can withstand.

Adrenaline Gauge

Performing slow-motion dives depletes Jack's adrenaline. The same goes for using human shields and sending Shadow. Jack recovers adrenaline constantly, but performing a disarm gives him a big boost.

Human Shield Indicator

When this icon is green, Jack can grab an enemy as a human shield. When the icon is red, he must recover more adrenaline.

Disarm Indicator

When this icon is green, Jack can perform a disarm. When the icon is red, he must wait to recover more adrenaline.

Shadow Status Icon

This icon shows whether Shadow is ready for action, seeking a target or carrying a weapon back to Jack.

Weapon(s) Equipped

This represents the weapon(s) Jack currently carries.

Ammo Remaining

This number shows how many shells are left in the currently selected weapon.

Targeting Reticule

Jack's current target is highlighted with this reticule.

Enemy Health Gauge

The red bar represents the targeted enemy's remaining life.

KEY GAME MECHANICS

Disarms

The ability to perform disarms is a signature feature of *Dead to Rights® II*. When Jack is standing in front of an enemy, press the  button to grab an enemy and perform one of many deadly disarms. Performing a disarm equips Jack with the enemy's active weapon. Use the directional button with the disarm action to perform a variety of different disarms.

If Jack is behind an enemy and attempts to perform a disarm, he will snap the enemy's neck instead.

Warning: Bosses are immune to disarms and will knock Jack off.



Human Shield

During a gunfight, when Jack is standing near an enemy, press the **[Square]** button to grab an enemy and use him as a human shield. Holding a human shield depletes Jack's adrenaline. Press the **[Square]** button again to kill the enemy.



Wall Mode

With all the bullets that fly in *Dead to Rights® II*, sometimes you need to take cover. While standing near a wall or a flat surface, press the **[R2]** button to enter Wall Mode. Jack can shimmy left or right along the surface and even peek around corners. Press the **Auto-Target** button and then the **Fire** button to spin out from hiding and shoot the targeted enemy. Jack can also enter Wall Mode while crouched.



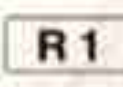
Shadow

Shadow is Jack's best friend and can be summoned to assist him in several ways. He can perform kills, immobilize enemies and pick up weapons for Jack. Press the **[L2]** button while locked onto an enemy (using the **[R1]** button) to send Shadow to attack.

Shadow's actions are linked to the adrenaline gauge. If the gauge is full, Shadow performs an immediate kill. If the adrenaline gauge is less than full, Shadow immobilizes the enemy by biting his hands. If no enemy is targeted, Shadow retrieves an available weapon from nearby.



Spherical Slow-Motion Diving

Slow-motion dives are one of the most gratifying features of *Dead to Rights® II*. If adrenaline is available, press and hold the **Dive** button to perform a slow-motion dive to get more airtime and take out multiple enemies. Press and hold the  button and hold any of the four directions using the left analog stick to perform a dive toward the selected direction. While diving, hold **Auto-Target** (using the ) button) and use the right analog stick to cycle through the available enemies around Jack.

Tap the **Dive** button again while diving to return to normal speed. When the adrenaline gauge is depleted, a slow-motion dive returns to normal speed automatically.



Roll Over

While running toward an obstacle one meter or less in height, press the  button to roll over the object.

***Hint:** Try to quickly press the dive button while rolling to perform a combo roll and dive.*

Climbing

When standing in front of an object one meter or less in height, press the  button to climb up on the object. Some areas require Jack to climb over objects to progress further into the level.



WEAPONS

Jack Slate can use a multitude of weapons to get to the bottom of this case. As you play through the levels, you'll acquire better and more powerful weapons, either by finding them or collecting them from the corpses of fallen enemies.

Below is a partial list of the available weapons.

Pistols



.45 Auto



Silenced Pistol

Shotguns



Sawed-off Shotgun



Manual Shotgun

Machine Guns



Cabal SMG



Russian AMG



Cabal Rifle

Melee Weapons



Katana



Metal Bat

Explosives and Such



Canister



Molotov



Grenade

CHARACTERS

Jack Slate

Police detective and protagonist. Jack has trouble controlling his violent tendencies.



Shadow

Jack's best friend and partner in the K9 unit.



Alfred McGuffin

Judge, Slate family friend and kidnapping victim.



Ruby

Stripper and informant. Jack and Ruby are very close. It seems there may have been some romantic history between the two.





Hector Crooz

Pornographer, gangster low-life and all-around bad guy.



Steve Houstown

Leader of the Death Riders biker gang. A small-time crook, in over his head.



Hong-Tse

Prominent Chinese Triad who runs the Black Dragons.



Granjov

Blanchov's bodyguard. Ex-Soviet military, he carries a bulletproof attaché case.



Robert Blanchov

A.K.A. Boris Petrenko.
One-time underworld
player who now runs
casinos and is campaigning
for office as a senator.



GAMEPLAY TIPS

- Use your environments. Jack can use corners to give him the upper hand. And don't forget to climb and roll into a safer locale.
- Use your enemies. Human shields save lives! (Well, Jack's anyway.)
- Line 'em up. Jack's aim isn't perfect, but the more enemies you see clustered together, the better the chances of a stray bullet hitting a scumbag.
- Shadow is Jack's best friend for a reason. Use him to save bullets and health.
- If you're not sure what to do next, press the **SELECT** button to see your Objectives.
- Make use of health packs and body armor scattered throughout the levels.

CREDITS

WIDESCREEN GAMES

Managing Director
Olivier Masclef

Studio Managers
Olivier Masclef
Dominique Peyronnet

Head of Graphics Department
Dominique Peyronnet

Head of Game Design
Sylvain Blanchot

Head of Technical Department
Pierre Deltour

Technical Direction
Hubert Nourigat

Project Manager
Gilles Baril

PROGRAMMING

Lead Programmer
Marc Fascia

Programmers
Marion Barneaud (Tools)
Serge Billault (AI)
Pascal Bouvier (R&D, Rendering)
David Deleo (GUI)
Marc Fascia (Collisions, Rendering)
Hervé Faynel (Behaviors)
Slim Ghariani (Fx)
Jean-Philippe Gillibert
(Tools, Camera)
Cedric Guerin (GUI)
Sebastien Laigle (AI)
Erwan Le Goffic (Hero, Weapons)
Alban Nanty (AI, Weapons)
Olivier Petit (AI)
Gregory Riachi (Collisions)
Nicolas Seytre (Hero)

Art Director
Jean-Christian Sauvaget

Lead Artist
Mathieu Granjon

**3D Set Modeling,
Texturing & Lighting**
Emilie Anthouard
Emmanuel Aubert
Vincent Blaschke
Régis Capotosto
Nathalie Crolet
Guillaume Curt
Adrien Debos
Alain Donnier-Marechal
David Faugier
Véronique Meignaud

Collision Maps
François Bellotto

**3D Character
Modeling & Texturing**
David Faugier
Eric Pira
Arnaud Simon-Laforest

2D Layouts
Joël Mouclier

Lead Fx
Slim Ghariani

ANIMATION

Lead Animator
Christophe Leulier

Animators
Floriant Canard (FMV)
Xavier Lacombe
(Characters, FMV)
Christophe Leulier
(Hero, Rtc, Tool Chain)
Florent Perrin
(Characters, FMV, Tool Chain)

Lead Game Design
Stéphane Chatellier

Lead Level Design
Jean-François Meiffren

Lead Level Building
Stéphane Mehay

Level Building
Sylvain Ami
Bruno Bocquin
Stéphane Carmignani
Emilie Garnier
Julien Girard-Buttoz
Sacha Persat

FMV Backgrounds
Massimo Bongiorno
Florence Lapalu

FMV Lighting & Rendering
Ludovic Texier

FMV Fx & Compositing
Robert Foriel

**Sound Director
& Sound Effects**
Bruno Meschinet
De Richemond

Localizations
Christian Cann
(Syscom Services)

Test & QA
Léo Ailloud
Philippe Duhem
Emmanuel Moiroux

Network
Leo Ailloud

RenderWare is a
registered trademark.
Portions of this software are
Copyright 1998-2005
Criterion Software Ltd.
and its Licensors.

FMOD sound and
music system,
copyright © Firelight
Technologies Pty, Ltd.,
1994-2005.

**NAMCO
HOMETEK INC.**

Senior Producers
Pierre Roux
Andre Emerson

Directed By
Pierre Roux
Andre Emerson

Story
Tony Chiu
Andre Emerson
Mike Kennedy

Lead Designer
Mike Morishita

Designers
Ryan Cook
Paul Guirao
Aaron McClay

Lead Artist
Edwin Gomes

Artists
Hyung Kim
Jeff Kang

Senior Animators
Sonny Santa Maria
Yanick Lebel

Concept Artist
Khari Evans

Lead Programmer
Hsiang Chuu

Programmers
Daryl Tung
Victoria Lease

Sr. Marketing Manager
Ross Borden

PR Manager
Mika Kelly

Executive Producer
Chris Downend

QA & Customer Service Manager

Glen Cureton

QA Supervisor

Daryle Tumacder

QA Lead

Dan Tovar

Assistant Lead

Chester Vergara

CQC Team

Gene Bang

Raymond Chung

Mikey Peterson

QA Testers

Alan Hopkins

Y Pham

Phil Musil

Corey Chao

Matt Peterson

Adam Hansen

Jesse Bell

Brandon Voytoski

Josh Harwood

Danelle Sears

Chris Simpson

Scott Pendleton

Kenrick Mah

Merwin Del Rosario

Jason Rainwater

Antone Simas

Seneca Roux

Justin Lockshaw

Ben Cole

Sang Lee

Bill McDonough

Music Composed by

James Michael Dooley

Additional Music

Raymond Herrera

Herrera Productions

Voiceover Casting & Recording

Soundelux Design Music Group

Intro Cinematic

Attitude Studios

Director

Antoine Charreyron

Modeling Supervisor

Jérôme "Jex" Desvignes

Motion Capture Supervisor

Frédéric Vandenberghe

Setup & Animation**Supervisor**

William Le Henanff

Shading, Lighting**& Sfx Supervisor**

Gil Cornut

Research & Development**Director**

Laurent Martin

Production Manager

Frédéric Simonot

Actors

Anne Le Chartier

Patrice Guillain-Paoli

Frédéric Kontogom

Storyboard

Ivan Gomez

Modeling

Romain Cote

Jérôme Billet

Motion Capture Operators

Anne-Laure Battail

Laurent Hemlinger

Xavier Jacolot

Setup & Keyframe**Animation**

Nicolas Baudoin

Patrick Giusiano

Jean Charles Laurent

Philippe Raoux

Editing & Framing

Henri Zaitoun

Shading, Lighting & SFX

Jérôme Brack

Emmanuel Campin

Compositing &**Matte Painting**

Gaëlle Bossis

Thibaut Petillon

Research & Development

Marie-Cécile Auzeill

Philippe Delorme

Georges De Luca

Julien Frantz

Antoine Galbrun

Benjamin Godon

Sébastien Masino

Alexandre Verlhac

Systems & Network

Sylvain Debes

Benjamin Domergue

Julien Doussot

Laurent Guillemot

Jean-Paul Lopes

Paul Scheben

Special Thanks (Attitude)

Sylvia Abenzoar

Elisabeth Baur

Annika Boman

Jean-Paul Dasilva

Céline Devie

Carole Djaouti

Nathalie Etchepare

Boris Hertzog

André Leyronnas

Marc Miance

Sandrine Nguyen

Special Thanks (Namco)

Nobuhiro Kasahara

Robert Ennis

Garry Cole

Brian Schorr

Jeff Lujan

Kim Morgan

Lee Hsaio

Sean Mylett

Jennifer Tersigni

Ignited Minds LLC

Tom Usher Designs

Bender Helper Impact

Yanick Lebel

Hoang Nguyen

Vince D'amelio

Gordon Speirs

Danny Burbol

Cameron Tofer

Matt Gosling

Jason Baker

Michael Lubuguin

Sach Steffel

Dean Ruggles

David Wells

Adrian Ludley

Gary Brunetty

Tim Tao

Matt Sentell

Chris Esaki

Alvin Muolic

LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level?
Having problems getting your game to work properly?
Now you can get one-on-one help from Namco using your web browser!

Simply go to livehelp.namco.com for more details.

Live Counselors available from 9am-5pm Monday-Friday Pacific Time.

**Namco Hometek Inc.
ATTN: Customer Service
4555 Great America Parkway, Suite 201
Santa Clara, CA 95054**

Before returning any defective materials to us, please contact us for a Return Merchandise Authorization (RMA) number. You can reach us at the address above, via e-mail at support@namco.com or contact us directly at (408) 235-2222. Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and / or insured method of shipping the materials to us.

**Namco Online: <http://www.namco.com>
Visit our Website to get information about our new titles.**

LIMITED WARRANTY

Namco Hometek Inc. warrants to the original purchaser that this Namco Hometek Inc. game pak shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek Inc. will repair or replace the defective game pak or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Namco Hometek Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

To register product online go to
WWW.NAMCOREG.COM



deadtorights2.com

namco

www.namco.com

Namco Hometek Inc.
4555 Great America Parkway, Suite 201
Santa Clara, CA 95054

DEAD TO RIGHTS® II & © 2004 NAMCO HOMETEK INC. ALL RIGHTS RESERVED. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Association.